

Docket No. F-6803

Scr. No. 09/750,604

AMENDMENTS TO THE CLAIMS:

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

1. (Currently Amended) A game system which allows users to play a common game in which at least one game element possessed by each of the users, among game elements expected to be used in the common game, is capable of being transacted between the users in the common game, the game system comprising:

at least two game machines each possessed by each of the users and communicative in a ~~direct physical~~ linkage with one another in a manner permitting data exchange ~~directly~~ therebetween, each of the at least two game machines comprising:

a possession information storage device for storing possession information for identifying a possession state of the game elements ~~concerning of the respective game machine each of the users of each of said at least two game machines;~~

a discrimination device for discriminating based on and in response to an outcome of the common game, whether the respective game machine is a first game machine of the at least two game machines representative of a side which delivers provides possession of a particular game element of the

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game elements ~~[[and]]~~ or a second game machine ~~of a side~~ which receives possession of the particular game element, from amongst said at least two game machines;

a transaction information providing device for providing transaction information ~~for discriminating to the second game machine in response to the game machine being discriminated to be the first game machine, the transaction information indicating~~ game elements acquirable to ~~a user of the second game machine directly~~ from game elements possessed by ~~a user of the first game machine~~ ~~to the second game machine~~, based on the possession information corresponding to ~~the user of the first game machine~~;

a presentation device for presenting the acquirable game elements to the user of the second game machine via a display device of the second game machine, based on and in response to production of the transaction information;

a transaction subject selection device for selecting at least one game element, ~~to be actually acquired by the user of~~ to be gained possession of by the second game machine, from the acquirable game elements in response to a predetermined selection and decision operation on an input device of the second game machine;

an information update device for updating in response to selection of a game element by the transaction subject selection device, the possession

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information so as to add possession of the selected game element to game elements possessed by ~~the user operating the second game machine and~~ delete possession of the selected game element from the game elements possessed by the first game machine ~~, in response to the selection of the game element conducted by the transaction subject selection device;~~

an operation information providing device for providing operation information for identifying ~~a situation of~~ the selection and decision operation from the second game machine to the first game machine; and

a selection situation display device for displaying ~~a situation of an~~ image indicating the selection of the game element on ~~[[a]] the~~ display device of the second game machine in response to the selection and decision operation, and displaying ~~a situation of an image indicating the~~ selection of the game element on a display device of the first game machine, based on the operation information in synchronization with the displaying of the situation of selection of the game element on the display device of the second game machine.

2. (Cancel)

3. (Currently Amended) A game system according to claim 1, wherein the common game is a game for conducting a predetermined competition among the

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plurality of game machines ~~can be executed~~, and the first game machine and the second game machine are discriminated based on ~~a result~~ the second game being a winner of the competition.

4. (Canceled)

5. (Currently amended) A game data exchange control method applied to a game system, the game system including game machines in a ~~direct physical~~ linkage with one another which allow users to play a common game by utilizing data exchange via a communication device, at least one game element possessed by a user of each game machine, among game elements expected to be used in the game, being made capable of being ~~directly~~ transacted between users in the common game, the game data exchange control method comprising the steps of:

producing possession information for identifying a possession state of the game elements ~~concerning a user~~ of each respective game machine;

discriminating based on and in response to an outcome of the common game, whether the respective game machine is a first game machine of said at least two game machines, of a side which delivers the provides possession of a game element of said game elements [[and]] or a second game machine of a side which receives possession of the game element, from amongst the plurality of game machines;

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providing transaction information ~~for discriminating to the second game machine in response to the game machine being discriminated to be the first game machine, the transaction information indicating game elements~~ acquirable to a user of the second game machine directly from game elements possessed by a user of the first game machine ~~—, to the second game machine,—~~ based on the possession information corresponding to ~~the user of the first game machine;~~

presenting the acquirable game elements to the user of the second game machine via a display device of the second game machine, based on and in response to production of the transaction information;

selecting at least one game element, ~~to be actually acquired by the user of~~ gained possession of by the second game machine, from the acquirable game elements in response to a predetermined selection and decision operation on an input device of the second game machine;

updating , in response to selection of a game element by the transaction subject selection device, the possession information so as to add possession of the selected game element to game elements possessed by ~~the user operating the second game machine and delete possession of the selected game element from the game elements possessed by the first game machine —, in response to the selection of the~~ game element;

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providing operation information for identifying ~~a situation of~~ the selection and decision operation from the second game machine to the first game machine; and displaying ~~a situation of~~ an image indicating the selection of the game element on ~~[[a]]~~ the display device of the second game machine in response to the selection and decision operation, and ~~synchronously displaying a situation of an~~ image indicating the selection of the game element on a display device of the first game machine, based on the operation information.

6. (Currently amended) A game machine for allowing a user of the game machine to play a common game with another user of a different game machine by utilizing data exchange via a communication device, at least one game element possessed by each of users of the game machine and the different game machine, among game elements used in the game, being made capable of being ~~directly~~ transacted in a ~~direct physical~~ linkage with each other between the users in the common game, the game machine comprising:

a possession information storage device for storing possession information identifying a possession state of the game elements ~~concerning the user of the game machine;~~

a discrimination device for recognizing , based on and in response to an outcome of the common game, whether the game machine as being one of is a first game machine of a side which delivers provides possession of the game element of

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the game elements ~~[[and]]~~ or a second game machine ~~of a side~~ which receives possession of the game element, and recognizing the different machine as being a remaining one of said first and second game machines;

a transaction information providing device, responsive to recognition of the game machine as the first game machine, for providing transaction information ~~for discriminating to the different game machine as the second game machine in response to the game machine being discriminated to be the first game machine, the transaction information indicating game elements acquirable to a user of the different game machine directly from game elements possessed by a user of the game machine, to the different game machine,~~ based on the possession information;

a presentation device, responsive to recognition of the game machine as the second game machine, for presenting the acquirable game elements to the user of the game machine via a display device of the game machine, based on the transaction information for discriminating game elements acquirable to ~~the user of the game machine~~ provided by the different game machine;

a transaction subject selection device, responsive to a predetermined selection and decision operation conducted on an input device of the game machine in response to the presentation of the game elements to the user of the game machine, for selecting at least one game element to be ~~actually acquired by the user of~~ gained possession of by the game machine, from the acquirable game elements, and

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providing selection result information identifying the selection result to the different game machine;

an information update device, responsive to selection of the game element conducted by the user of the game machine based on the transaction information provided by the different game machine, or responsive to provision of selection result information identifying the selection result of the game element from the different game machine in response to the provision of the transaction information to the different game machine, for updating the possession information, based on the selection result;

an operation information providing device, responsive to recognition of the game machine as the second game machine, for providing operation information for identifying a situation of the selection and decision operation from the game machine to the different game machine; and

a selection situation display device responsive to recognition of the game machine as the second game machine, for displaying ~~a situation of an image~~ indicating selection of the game element on ~~[[a]]~~ the display device of the game machine in response to the selection and decision operation, and, responsive to recognition of the game machine as the first game machine, for displaying ~~a situation of an image indicating~~ selection of the game element on ~~[[a]]~~ the display device of the game machine, based on the operation information in synchronization with the

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displaying of the situation of selection of the game element on the display device of the second game machine.

7. (Currently amended) A computer readable storage medium having [[a]] an executable program recorded thereon, the program allowing a user of a game machine to play a common game with another user of a different game machine being in ~~a direct physical~~ linkage with the game machine by utilizing data exchange via a communication device, and the program making it possible to transact at least one game element possessed by each of users of the game machine and the different game machine directly, among game elements used in the game, between the users in the common game, the program being formed so as to make a computer included in the game machine perform the steps of:

storing possession information identifying a possession state of the game elements ~~concerning the user~~ of the game machine;

recognizing based on and in response to an outcome of the common game, whether the game machine as being one of is a first game machine of a side which delivers provides possession of the game element of the game elements [[and]] or a second game machine of a side which receives possession of the game element, and recognizing the different machine as being a remaining one of said first and second game machines;

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responsive to recognition of the game machine as the first game machine, providing transaction information ~~for discriminating to the different game machine~~ as the second game machine in response to the game machine being discriminated to be the first game machine, the transaction information indicating game elements acquirable to ~~a user of~~ the different game machine ~~directly~~ from game elements possessed by ~~a user of~~ the game machine, to the different game machine, based on the possession information;

responsive to recognition of the game machine as the second game machine, presenting the acquirable game elements to the user of the game machine via a display device of the game machine, based on the transaction information for discriminating game elements acquirable to ~~the user of~~ the game machine provided by the different game machine;

responsive to a predetermined selection and decision operation conducted on an input device of the game machine in response to the presentation of the game elements to the user of the game machine, selecting at least one game element to be ~~actually acquired by the user of~~ gained possession of by the game machine, from the acquirable game elements, and providing selection result information identifying the selection result to the different game machine;

responsive to ~~one of~~ selection of the game element conducted by the user of the game machine based on the transaction information provided by the different game machine ~~and~~ or responsive to provision of selection result information

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identifying the selection result of the game element from the different game machine in response to the provision of the transaction information to the different game machine, for updating the possession information, based on the selection result;

responsive to recognition of the game machine as the second game machine,
providing operation information for identifying a situation of the game machine;

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